

# AMERICAN STANDARD ONE POCKET

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One Pocket title depicts the uniqueness of the game for it refers to only one pocket of the two foot pockets as being used for a player or side as their designated scoring pocket, with the other foot pocket designated to the opposing player or side as their scoring pocket. One Pocket is a non-call shot game played with a cue ball and a full rack of 15 all legal object balls. The game starts by breaking the balls towards the breaker's designated pocket with the intent of not leaving their opponent a shot at their own designated pocket, nor a shot to knock the balls away from the breaker's designated pocket. This strategic maneuvering of keeping your opponent from scoring while you score carries on throughout the game to accomplish scoring the required eight balls in your designated pocket, for the win!

## One Pocket

**The Game:** played by two players or sides with each taking one of the two foot pockets as their scoring pocket. It is played with a fifteen-ball rack of all legal balls to score 8 balls in their designated scoring pocket for the win.

**The Lag:** winner of the lag can break or pass, with the breaker selecting their scoring pocket.

**Rack and Break:** Standard: opponent racks; Vintage: breaker racks. With either rack a ball scored in the breaker's pocket counts. Modern: breaker racks and a ball scored in their pocket is a re-rack unless a cue ball scratch occurs; or played instead to re-rack whether a scratch occurs or not. The break is an alternating break format.

**The Break:** a rail can be contacted or not prior to contacting any racked ball, thereafter either a ball must be pocketed or the cue ball or a ball must contact a rail, or it is a foul with the opponent accepting the table as is. If the cue ball is illegally placed or illegally stroked or does not contact the rack of balls it is a -1pt. foul, resulting in the opponent having the option of accepting the table as is or calling for a re-break. When the breaker scratches it is -1pt., and the opponent receives the cue ball in hand behind the line.

**Scoring:** with each ball scored in your designated scoring pocket it is a +1 ball scored, and the inning continues. A shooter pocketing a ball into the opponent's pocket, is scored, and if a ball is also scored in the shooter's pocket, play continues. With each foul the score is a -1 ball.

**Fouls:** play is by cue ball foul only or it can be played by all ball fouls. On a pocket scratch or the cue ball jumps off the table, it is a cue-ball-in-hand-behind-the-line foul, and any ball scored in either the opponent's or the shooter's scoring pocket is spotted, plus another ball for the foul, unless owed. On other fouls, the cue ball plays as it lies, and a ball scored in the opponent's pocket counts. When spotting a ball or pulling a ball from a pocket, it is not a foul to disturb an object ball or the cue ball. A ball jumped off the table is a foul. You are not allowed to play a jump shot with a jump cue. The 3 consecutive foul rule applies.

**Neutral Pocketed Ball:** is a ball pocketed in a pocket that is not a scoring pocket. It has no effect upon the inning and is spotted at the end of an inning.

**Owed Balls:** when a foul occurs and no ball has been scored, then it is owed. Owed balls are marked up by the offending player by placing a coin on the foot rail by their pocket. At the end of a scoring inning the owed ball is spotted, and the coin is removed by the offending player.

**Forgotten Balls:** are balls that were not spotted at the appropriate time, and when remembered they are then spotted after each player has had an inning.

**Spotting Balls:** balls are spotted by the outgoing player. When all balls are cleared off the table and the game has yet to be won, then balls to be spotted are all spotted up at once, including forgotten balls and balls scored in error into the wrong scoring pocket.

**Trap / Wedge:** with the use of an illegal push / double hit stroke or an illegal technique to trap the cue ball and or a ball within the stack of balls it results in the opponent having the option to restore the balls, or if deemed unrestorable then receives the option of ball in hand behind the line. When this happens within the jaws of the pocket to wedge the cue ball and or a ball, then the opponent has the option to restore the balls or to receive ball in hand behind the line.

**Scoring in Error into the Wrong Pocket:** if the shooter mistakenly shoots and scores in the opponent's pocket, then the ball or balls on that initial shot, count. The opponent must then inform the shooter of their error. If the error continues in that inning, and when once recognized then no other balls except the first ball(s) scored on the first shot will count, and all other balls are spotted after the next player's inning. Balls scored in error in previous innings will stay down. A game played in error to fruition, stands.

**Handicap Play:** when the opponent's playing skills vary, then the game can be played to a different score by each player. When the total handicap score is greater than 16, then the opponent(s) going to a higher score than 8 would then spot their first scoring balls at the end of the inning to get back to the standard game total ball count of 16. When a shot scores the game winning ball in both the shooter's and opponent's scoring pocket, then the shooter wins the game.

**Assumption Game is Over:** when the player at the table mistakenly assumes the game is won, and then intentionally disturbs a ball or the cue ball, it is a foul resulting in the opponent's restoration option. When two or more balls, or a ball and the cue ball are intentionally disturbed it is a loss of game. If the opponent approaches the table and moves a ball or balls or does any other concession act, then it is an automatic loss of game.

**Knowing the Score:** players are responsible for handling their own scored balls, and coins for owed balls, and must know their own score. Any score related omission by the opponent cannot be taken as definitive. The game is won when it is acknowledged that a player has scored the game winning ball.

**\* Enjoy the strategic innovative game of One Pocket \***

## **Express One Pocket**

**The Game:** its intent is to support billiard room play by attracting a player to the fascinating game of One Pocket that otherwise tends to play faster pace games of pocket billiards. It is either played with a full rack w/ the winner scoring 8 balls, or a suggestive 11 ball rack w/ the winner scoring 6 balls, or a fast 9 ball rack w/ the winner scoring 5 balls.

**The Rack:** is either by the opponent or breaker, and on the break a ball pocketed in either the opponent's or the breaker's scoring foot pocket counts unless there is a pocket scratch foul, then the opponent receives ball in hand behind the line and a ball for the foul. **Note:** to rack an 11-ball rack, rack a standard 10 ball rack and then place the 11th ball centered and frozen below the final row of balls.

**The Break:** requires a ball pocketed, or two balls or a ball and the cue ball must contact a rail. **Note:** a 9-ball racked game only requires a ball pocketed or the cue ball or a ball to contact a rail.

**Foul:** on a foul the offending player gives their opponent one of their scored balls, unless owed, then the ball closest to the head rail is given to the opponent, and no ball is owed. But this rule does not apply to a game winning ball, where the offending player either spots up one of their scored balls or marks up a coin that it is owed to the table. Now, if the opponent subsequently fouls then the fouls offset, and the coin is removed.

**On Any Foul:** the opponent can accept the table or pass it back. All fouls apply to the 3 consecutive foul rule, including offsetting fouls.

**3 Consecutive Foul Rule:** applies.

**Balls up table past center line of table:** with 3 balls up table and an inning sends a ball or more balls up table, then at the end of the inning the ball(s) closest to the head rail are spotted up to bring the ball count to 3 balls up table. When the up-table balls are forgotten to be retrieved and spotted they then are not spotted during the discovery inning, but at the beginning of the next inning. **Note:** this game rule can be waived by players that want to play a standard up table game.

**Spotting Balls:** balls are spotted frozen to all interfering balls including the cue ball.

**Ball in Hand Behind the Line:** with all balls being behind the line and the game is yet to be won and no balls are required to be spotted, then the ball closest to the head rail is spotted. If two or more balls are equally close to the head rail, then it is the shooter's choice.

**Note:** Standard One Pocket Rules apply, unless specific game rules supersede. Each Game rule is an express rule crafted to move the game forward, but can be modified by players, house, or tournament director.

## 5 Rack Ghost

A one pocket proposition game in which the player is charged that within 5 racks of balls they need to pocket a predetermined x-number of balls in their declared foot corner scoring pocket, to win the game. There are no requirements placed upon the break; and thereafter, the cue ball is played from where it lies, unless a -1pt. pocket scratch occurs, in which case the player receives ball in hand behind the line and the rack continues. Thereafter, any foul is -1pt., and any missed shot ends the rack. A ball scored on the break counts unless a foul occurs. Neutrally pocketed balls, including the other foot pocket are all spotted once all other balls have been scored.

**Game / Break Variations that the game can be played by:**

- 1). After the break, the continuing play is from where the cue ball lies. If a foul occurs during the break, it is -1pt, and ends the rack. Any subsequent foul is -1pt., and / or miss shot during the rack, ends the rack.
- 2). After the break, a ball in hand can be taken anywhere. A foul on the break is -1pt, but play can continue. Any subsequent foul is -1pt., and / or miss shot after the break, ends the rack.

\* Any further/or alternative rules of play are to be determined between the opponents, house, or by the event administrative authority \*

**Note:** 5 Rack Ghost is also popularly played as a mini tournament format by multiple players, with the highest scoring player being the winner.

## **One Ball One Pocket**

**The Game:** It is played by standard One Pocket game rules except only one ball is placed on the table frozen to the center diamond foot rail, with all other balls downed, score 7-7. A foul results in spotting a ball and marking up a coin. The player scoring the game-winning ball wins the game.

**Lag:** the winner of the lag has the option to play the opening shot or to pass to their opponent.

**Opening Shot:** is cue ball in hand behind the line, and the object ball has to be played safe away from the scoring pocket. If the opening shot is considered towards the shooter's pocket, then the opponent has the option to accept the table as is or to call for a rebreak.

**Opening Shot Game Option:** the cue ball is placed upon the head rail frozen to the center diamond. On the opening shot the player can play to score.

**Foul Limit Option:** a player needing 2 balls to win the game that then acquires another foul will result in a loss of game.

**Option Game Play:** the opening shot options apply, but any foul occurred during the game is a loss of game. **An alternative play:** when the ball is in a scoring position by the opponent's scoring pocket then the shooter can play to follow the ball in and scratch, or jump the cue ball and or the object ball off of the table. This results in the ball being spotted with the incoming player having ball in hand behind the line.

**Note:** these above games with their variation options are excellent games for mini tournaments.